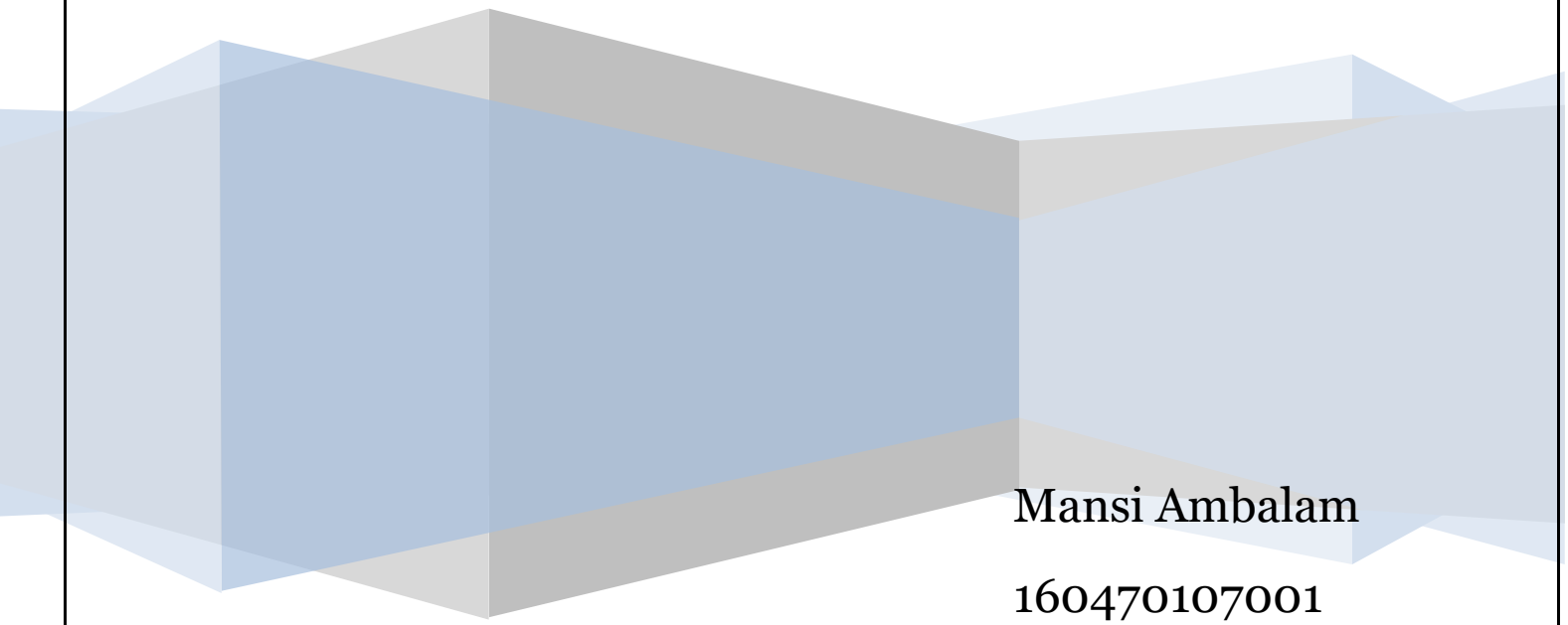
.NET PRACTICAL



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AIM :

Introduction to c#

Variables:

  Initialization

  Scope

  Constant

Predefined Data Types

  Value Types

  Reference TYpes

Flow Control

  Conditional Statements(if, switch)

  Loop(for, while, dowhile, foreach)

  Jump(goto, break, continue, return)

Eumerations

Passing Arguments

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace aim
{
    class Program
    {
              static int newint=100;
              public enum TimeOfDay
```

```
            {
            Morning = 0,
            Afternoon = 1,
            Evening = 2
            }
        public static void Main(string[] args)
        {
            Console.WriteLine("\n integer types");
            sbyte sb = 10;
            short s = 33;
            int i = 10;
            long l = 33L;
            byte b = 22;
            ushort us = 33;
            uint ul = 33u;
            ulong ulo = 33ul;
            Console.WriteLine("{0},{1},{2},{3},{4},{5},{6},{7}", sb, s, i, l, b, us,
ul, ulo);
            float f = 1.122345656767f;
            double d = 12.1234455657878797;
            Console.Write("\nFloat and Double:\n");
            Console.WriteLine("{0} and \n{1}", f, d);
                    decimal dec=111.6666666666666666666M;
                    Console.WriteLine("decimal:\n{0} ",dec);
                    Console.WriteLine("\nBoolean:");
                    bool boolean =true;
                    Console.WriteLine("Status: " + boolean);
          //  Console.ReadLine();
                    char character ='d';
                    Console.WriteLine(character);
```

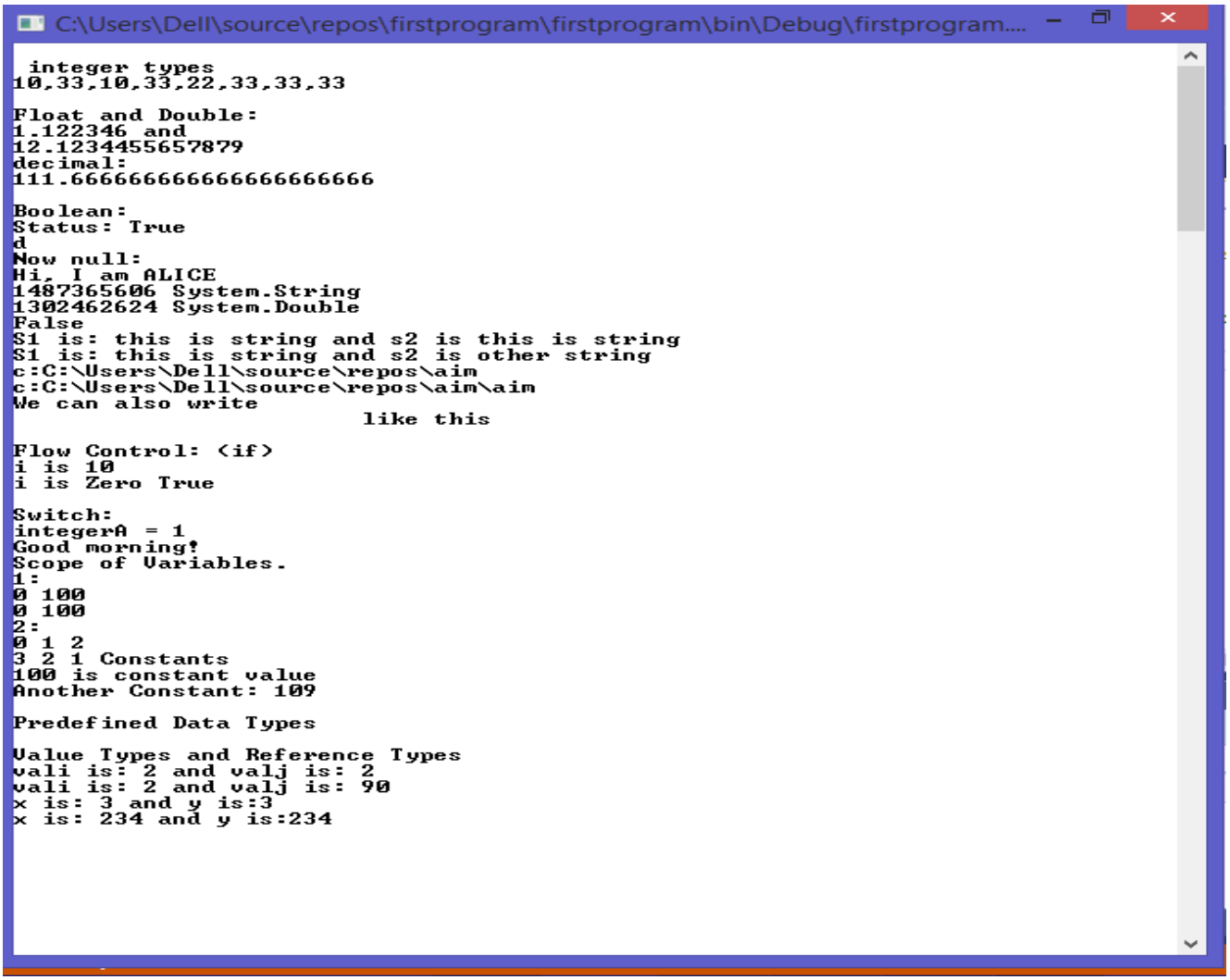
```
character = '\0';
Console.WriteLine("Now null: " + character);
object o1 = "Hi, I am ALICE";
object o2 = 15.3454365;
string strObj = o1 as string;
Console.WriteLine(strObj);
Console.WriteLine(o1.GetHashCode() + " " + o1.GetType());
Console.WriteLine(o2.GetHashCode() + " " + o2.GetType());
Console.WriteLine(o1.Equals(o2));
string s1, s2;
s1 = "this is string";
s2 = s1;
Console.WriteLine("S1 is: {0} and s2 is {1}", s1, s2);
s2 = "other string";
Console.WriteLine("S1 is: {0} and s2 is {1}", s1, s2);
s1 = "c:C:\\Users\\Dell\\source\\repos\\aim";
Console.WriteLine(s1);
s1 = @"c:C:\Users\Dell\source\repos\aim\aim";
Console.WriteLine(s1);
s1 = @"We can also write
like this";
Console.WriteLine(s1);
bool isZero;
Console.WriteLine("\nFlow Control: (if)\ni is " + i);
if (i == 10)
{
isZero = true;
Console.WriteLine("i is Zero {0}",isZero);
}
else
```

```
{
isZero = false;
Console.WriteLine("i is Non - zero");
}
int integerA = 1;
Console.WriteLine("\nSwitch:");
switch (integerA)
{
case 1:
Console.WriteLine("integerA = 1");
break;
case 2:
Console.WriteLine("integerA = 2");
//goto case 3;
break;
case 3:
Console.WriteLine("integerA = 3");
break;
default:
Console.WriteLine("integerA is not 1, 2, or 3");
break;}
WriteGreeting(TimeOfDay.Morning);
Console.WriteLine("Argument is: {0}",args[1]);

 void WriteGreeting(TimeOfDay timeOfDay)
{
switch (timeOfDay)
{
case TimeOfDay.Morning:
Console.WriteLine("Good morning!");
```

```
                    break;
                    case TimeOfDay.Afternoon:
                    Console.WriteLine("Good afternoon!");
                    break;
                    case TimeOfDay.Evening:
                    Console.WriteLine("Good evening!");
                    break;
                    default:
                    Console.WriteLine("Hello!");
                    break;
      }     }
                    Console.WriteLine("Scope of Variables.\n1:");
            int newint=0;
                    int j;
            for (/*int*/ j = 0; j < 2; j++) //removing comment from for loop will
raise error
            {
                //int j;
                //uncomment above line to error "A local variable named 'j' cannot be
declared in this
                //scope because it would give a different meaning to 'j', which is
already
                //used in a 'parent or current' scope to denote something else"
                Console.Write("{0} {1}\n", newint, Program.newint);
            }
                    Console.WriteLine("2:");
            for (int k = 0; k < 3; k++)
            {
                Console.Write("{0} ", k);
            }//Scope of k ends here
            Console.Write("\n");
```

```
            //Console.Write(k);

            //uncomment above line to see error "The name 'k' does not exist in the
current context"

            for (int k = 3; k > 0; k--)

            {

                Console.Write("{0} ", k);

            }//scope of k ends here again


            Console.WriteLine("Constants");

                     const int valConst = 100; // This value cannot be changed.

            Console.WriteLine("{0} is constant value", valConst);

            //valConst = 45;

            //uncomment above line to see error "The left-hand side of an assignment
must be a variable, property or indexer"


            //const only allow constant variables into the expression

            const int valConst2 = valConst + 9 /* + j*/;

            //remove comments from the above line to see error "The expression being
assigned to 'valConst2' must be constant"

            Console.WriteLine("Another Constant: {0}", valConst2);


            Console.WriteLine("\nPredefined Data Types\n\nValue Types and Reference
Types");

            //Value Types

            int vali = 2, valj = vali;

            Console.WriteLine("vali is: {0} and valj is: {1}", vali, valj);

            valj = 90;

            Console.WriteLine("vali is: {0} and valj is: {1}", vali, valj);

            //Referece Types

            Vector x, y;

            x = new Vector();

            x.value = 3;
```

```
            y = x;

            Console.WriteLine("x is: {0} and y is:{1}", x.value, y.value);

            y.value = 234;

            Console.WriteLine("x is: {0} and y is:{1}", x.value, y.value);

            //If a variable is a reference, it is possible to indicate that it does
not refer to any object by setting its value to null:

            y = null;

            //Console.Write("Value for y is: " + y.value);

            //uncomment above line to see runtime exception
"System.NullReferenceException: Object reference not set to an instance of an
object."

//CTS               }

                    public class Vector

                    {

                    public int value;

                    }

 }

}
```


C:\Users\Dell\source\repos\firstprogram\firstprogram\bin\Debug\firstprogram....
integer types
10,33,10,33,22,33,33,33
Float and Double:
1.122346 and
12.1234455657879
decimal:
111.666666666666666666
Boolean:
Status: True
d
Now null:
Hi, I am ALICE
1487365606 System.String
1302462624 System.Double
False
S1 is: this is string and s2 is this is string
S1 is: this is string and s2 is other string
c:C:\Users\Dell\source\repos\aim
c:C:\Users\Dell\source\repos\aim\aim
We can also write
like this
Flow Control: (if)
i is 10
i is Zero True
Switch:
integerA = 1
Good morning!
Scope of Variables.
1:
0 100
0 100
2:
0 1 2
3 2 1 Constants
100 is constant value
Another Constant: 109
Predefined Data Types
Value Types and Reference Types
vali is: 2 and valj is: 2
vali is: 2 and valj is: 90
x is: 3 and y is:3
x is: 234 and y is:234

PRACTICAL-2

AIM:

Inheritance

Program 1

Perform following programs in c#.

1. Write console based program in code behind language VB or C# to print following pattern.

@ @ @ @ @

@ @ @ @

@ @ @

@ @

@

```
using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace practical2

{

    class Program

    {

    static void Main(string[] args)

        {

            for(int i=5;i>0;i--)

            {

                for (int j = i; j > 0; j--)

                {

                    Console.Write("@");
```

```
                }
                Console.WriteLine(" ");
            }
            Console.ReadKey();
        }
    }
}
```

Program 2

2. Write console based program in code behind language VB or C# to print following pattern.

1

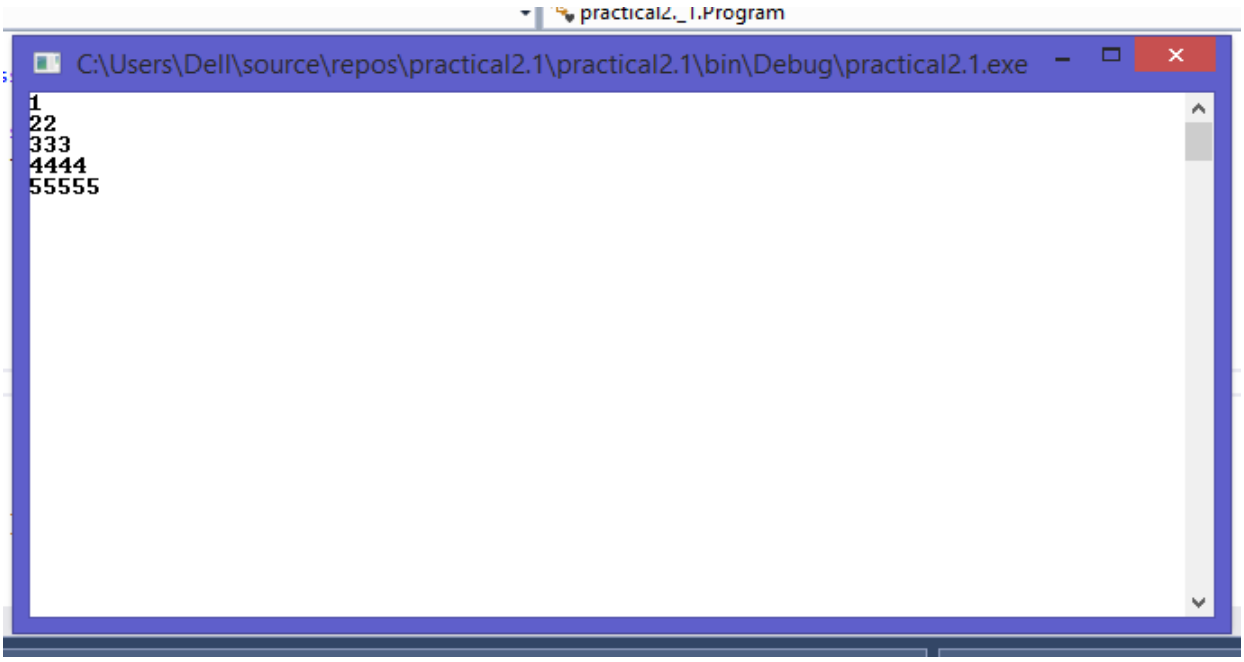
1 2

1 2 3

1 2 3 4

```
using System;
```

```
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;


namespace practical2._1
{
    class Program
    {
        static void Main(string[] args)
        {
            for(int i=1;i<=5;i++)
            {
                for(int j=i;j>0;j--)
                {
                    Console.Write("{0}",i);
                }
                Console.WriteLine("");
            }
            Console.ReadKey();
        }
    }
}
```



Program 3

3. Write C# code to prompt a user to input his/her name and country name and then the output will be shown as an example below:

Hello Ram from country India

```
using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace practical2._2

{

    class Program

    {

        static void Main(string[] args)

        {

            string name;
```

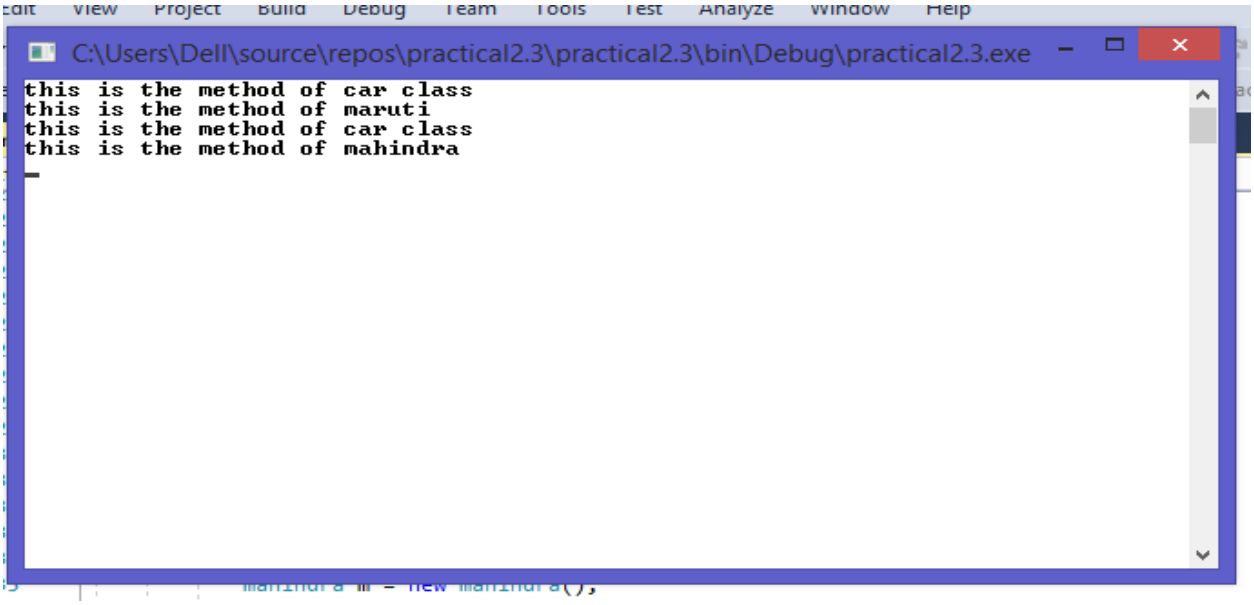
```
            string country;
            Console.WriteLine("enter your name:");
            name=Console.ReadLine();
            Console.WriteLine("enter your country:");
            country = Console.ReadLine();
            Console.WriteLine("hello {0} from country {1}",name,country);
            Console.ReadKey();
        }
    }
}
```

Program 4

What is inheritance? Create C# console application to define Car class and derive Maruti and Mahindra from it to demonstrate inheritance.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
namespace practical2._3
{
    class car
    {
        public void Method1()
        {
            Console.WriteLine("this is the method of car class");
        }
    }
    class maruti:car
    {
        public void method2()
        {
            Console.WriteLine("this is the method of maruti");
            Console.ReadKey();
        }
    }
```

```
    class mahindra:car
    {
        public void method3()
        {
            Console.WriteLine("this is the method of mahindra");
        }
    }
    class Program
    {
        static void Main(string[] args)
        {
            mahindra m = new mahindra();
            maruti m1 = new maruti();
            m.Method1();
            m1.Method1();
            Console.ReadKey();
        }
    }
}
```


Edit View Project Build Debug Team Tools Test Analyze Window Help
C:\Users\Dell\source\repos\practical2.3\practical2.3\bin\Debug\practical2.3.exe
this is the method of car class
this is the method of maruti
this is the method of car class
this is the method of mahindra

PRACTICAL-3

AIM:

Method & constructor overloading

Program 1

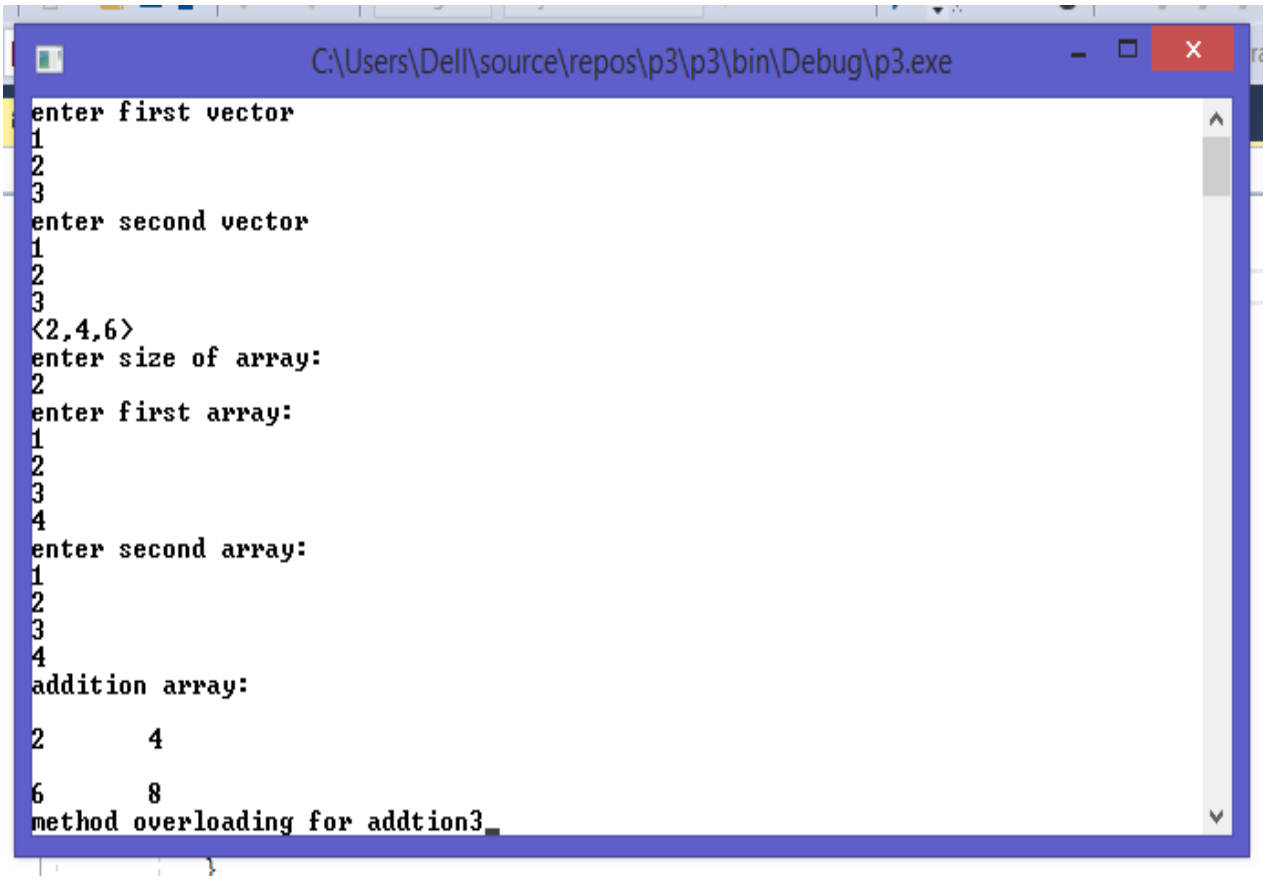
Write a c# program to add two integers, two vectors and two metric using method overloading.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
namespace p3
{
    public class Add
    {
        public void add()
        {
            int[,] m1 = new int[50, 50];
            int[,] m2 = new int[50, 50];
            int[,] m3 = new int[50, 50];
            Console.WriteLine("enter size of array:");
            int size = Convert.ToInt32(Console.ReadLine());
            Console.WriteLine("enter first array:");
            for (int i = 0; i < size; i++)
            {
                for (int j = 0; j < size; j++)
                {
```

```
            m1[i, j] = Convert.ToInt32(Console.ReadLine());
        }
    }
    Console.WriteLine("enter second array:");
    for (int i = 0; i < size; i++)
    {
        for (int j = 0; j < size; j++)
        {
            m2[i, j] = Convert.ToInt32(Console.ReadLine());
        }
    }

    for (int i = 0; i < size; i++)
    {
        for (int j = 0; j < size; j++)
        {
            m3[i, j] = m1[i, j] + m2[i, j];
        }
    }
    Console.WriteLine("addition array:");
    for (int i = 0; i < size; i++)
    {
        Console.Write("\n");
        for (int j = 0; j < size; j++)
        {
            Console.Write("{0}\t", m3[i, j]);
        }
        Console.Write("\n");
```

```
            }
        }
        public int add(int a, int b)
        {
            return (a + b);
        }
    }
        public class Vector
        {
            public void add()
            {
                Console.WriteLine("enter first vector");
                int x = Convert.ToInt32(Console.ReadLine());
                int y = Convert.ToInt32(Console.ReadLine());
                int z = Convert.ToInt32(Console.ReadLine());
                Console.WriteLine("enter second vector");
                int x1 = Convert.ToInt32(Console.ReadLine());
                int y1 = Convert.ToInt32(Console.ReadLine());
                int z1 = Convert.ToInt32(Console.ReadLine());
                int x2 = x + x1;
                int y2 = y + y1;
                int z2 = z + z1;
                Console.WriteLine("<" + x2 + "," + y2 + "," + z2 + ">");

            }
        }
  class Program
    {
```

```
        static void Main(string[] args)
        {

            Add a1 = new Add();
            Vector v1 = new Vector();
            v1.add();
            a1.add();
            int res=a1.add(1, 2);
            Console.Write("method overloading for addtion{0}",res);
            Console.ReadLine();

        }
    }
}
```



Program 2

Write a c# program that create student object. Overload constror to create new instant with following details.

1. Name

2. Name, Enrollment

3. Name, Enrollment, Branch

```
using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Reflection;
```

```
namespace p3a1
{
    class Program
    {
        public int ID { get; set; }
        public string Name { get; set; }
        String name, branch;
        int enrol;
        public Program(String name)
        {
            this.name = name;
            Console.WriteLine("constructor 1:" + name);
        }
        public Program(String name, int enrol)
        {
            this.name = name;
            this.enrol = enrol;
            Console.WriteLine("constructor 2:" + name + " " + enrol);

        }
        public Program(String name, int enrol, String branch)
        {
            this.name = name;
            this.enrol = enrol;
            this.branch = branch;
            Console.WriteLine("constructor 3:" + name + " " + enrol + " " + branch);

        }
```

```
        static void Main(string[] args)
        {
 Program p1 = new Program("bob");
            Program p2 = new Program("bob", 1);
            Program p3 = new Program("bob", 1, "computer");
             Console.ReadLine();


        }
    }
}
```

PRACTICAL-4

AIM:

Reflection

Program 1

Create a c# program to find Methods, Properties and Constructors from class of running program.

```
using System;
using System.Reflection;
namespace ReflectionExample
{
class MainClass
{
	static void Main()
	{
	Type T =Type.GetType("ReflectionExample.Customer");
	MethodInfo[] methods =T.GetMethods();
	foreach (MethodInfo method in methods)
			{
	Console.WriteLine(method.ReturnType+" "+method.Name);
			}
	PropertyInfo[] properties =T.GetProperties();
	Console.WriteLine("\nProperties");
	foreach(PropertyInfo property in properties)
			{
	Console.WriteLine(property.PropertyType+" "+property.Name);
			}
```

```
Console.WriteLine("\nConstructors");
ConstructorInfo[] constructors =T.GetConstructors();
foreach (ConstructorInfo constructor in constructors)
            {
Console.WriteLine(constructor.ToString());
            }
        }
    }
class Customer
    {
public int ID { get; set; }
public string Name { get; set; }
public Customer(int ID, string Name)
        {
this.ID = ID;
this.Name= Name;
        }
publicCustomer()
        {
this.ID =-1;
this.Name=string.Empty;
        }
publicvoidprintID()
        {
Console.WriteLine("ID is: {0}", this.ID);
        }
```

```
        public void printName()
                {
        Console.WriteLine("Name is: {0}", this.Name);
                }
        }
}
```

```
C:\Users\FORAM\Documents\.net folder>csc p5.cs
Microsoft (R) Visual C# Compiler version 4.7.3056.0
for C# 5
Copyright (C) Microsoft Corporation. All rights reserved.

This compiler is provided as part of the Microsoft (R) .NET Framework, but only supports language versions up to C# 5, which is no longer the latest version. For compi
ers that support newer versions of the C# programming language, see http://go.microsoft.com/fwlink/?LinkID=533240


C:\Users\FORAM\Documents\.net folder>p5
System.Int32 get_ID
System.Void set_ID
System.String get_Name
System.Void set_Name
System.Void printID
System.Void printName
System.String ToString
System.Boolean Equals
System.Int32 GetHashCode
System.Type GetType

Properties
System.Int32 ID
System.String Name

Constructors
Void .ctor(Int32, System.String)
Void .ctor()

C:\Users\FORAM\Documents\.net folder>
```

PRACTICAL-5

AIM :

File Handling

Program 1

Write a C# program to copy data from one file to another using StreamReader and StreamWriter class.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.IO;
namespace p2
{
class P4_1
{
public static void Main(){
string f1 = @"f1.txt";
string f2 = @"f2.txt";
using (StreamReader reader = new StreamReader(f1))
using (StreamWriter writer = new StreamWriter(f2))
writer.Write(reader.ReadToEnd());
}
}
}
```

Program 2

Write a C# Program to Read Lines from a File until the End of File is reached.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.IO;
namespace P2
{
```

```
public class CopyFile
{
public void copyFile(string f1, string f2)
{
using (StreamReader reader = new StreamReader(f1))
using (StreamWriter writer = new StreamWriter(f2))
{
string line = null;
while ((line = reader.ReadLine()) != null)
writer.WriteLine(line);
}
}
}
public class mmain{
public static void Main(){
CopyFile cp = new CopyFile();
string f1 = @"E:\Sem-6\VS\p2\p2\f1.txt";
string f2 = @"E:\Sem-6\VS\p2\p2\f2.txt";
cp.copyFile(f1,f2);
}
}
}
```

Program 3

Write a C# Program to List Files in a Directory.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.IO;
namespace p2
{
class ListFile
{
public static void Main() {
string[] Directories = Directory.GetDirectories(@"E:\Sem-6\VS");
foreach (string dir in Directories)
```

```
Console.WriteLine(dir);
string[] files = Directory.GetFiles(@"E:\Sem-6\VS");
foreach (string file in files) Console.WriteLine(file);
Console.ReadKey();
}
}
}
```

PRACTICAL-6

AIM :

Windows Form Application

Program 1

Create Windows Form Application for Student Registration and store student Details in Database.

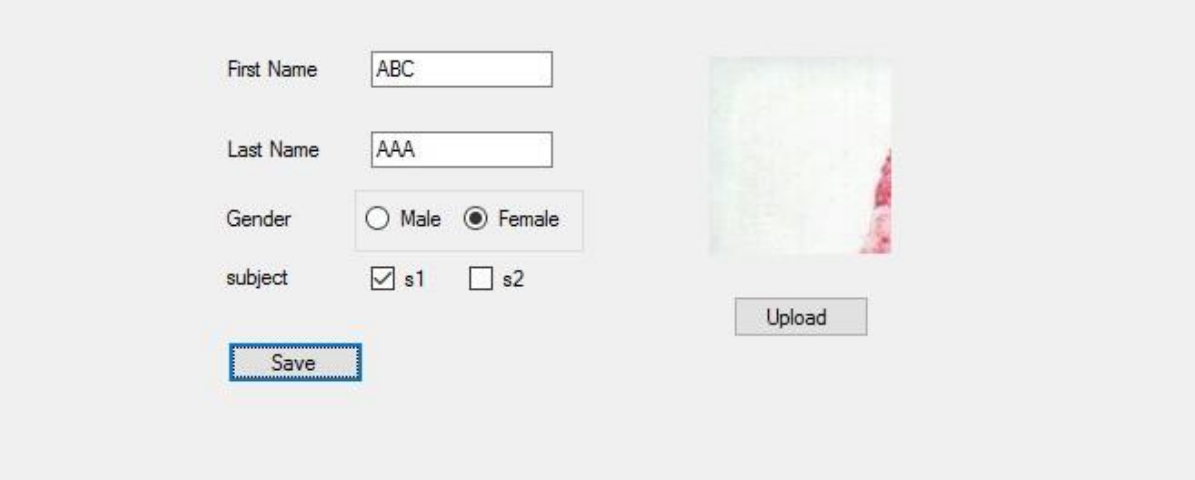
```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Windows.Forms;
using System.Data.SqlClient;
using System.IO;
namespace StudentForm
{
public partial class Form1 : Form
{
string imgPath;
public Form1()
{
InitializeComponent();
}
private void btnsave_Click(object sender, EventArgs e)
{
string gen = null;
string subject = null;
if (genMale.Checked == true) {
gen = "m";
}
if (genFemale.Checked == true) {
gen = "f";
}
```

```
if (ck1.Checked == true) {
subject = subject + " s1";
}
if (ck2.Checked == true) {
subject = subject + " s2";
}
string source = @"Data Source=Mishil-Patel\SQLExpress;Initial
Catalog=DemoDb;Integrated Security=True;Pooling=False";
string insert = "insert into tblstudent (fname,lname,gender,subject,imgStudent)
values ('" + txtfname.Text + "','" + txtlname.Text + "','" + gen + "','" + subject +
"','" + (imgPath == null ? "" : imgPath) + "')";
//MessageBox.Show(insert);
//string insert = "insert into tblstudent(fname) values ('jhgjh')";
SqlConnection conn = new SqlConnection(source);
SqlCommand cmd = new SqlCommand(insert,conn);
conn.Open();
int i = cmd.ExecuteNonQuery();
conn.Close();
}
private void Form1_Load(object sender, EventArgs e)
{
}
private void btnimg_Click(object sender, EventArgs e)
{
openFileDialog1.Filter = "Jpg|*.jpg";
if (openFileDialog1.ShowDialog() == DialogResult.OK)
{
imgPath = openFileDialog1.SafeFileName;
pictureBox.Image = Image.FromFile(openFileDialog1.FileName);
//MessageBox.Show(imgPath);
}
}
}
}
```

Program.cs:

```
using System;
```

```
using System.Collections.Generic;
using System.Linq;
using System.Windows.Forms;
namespace StudentForm
{
static class Program
{
/// <summary>
/// The main entry point for the application.
/// </summary>
[STAThread]
static void Main()
{
Application.EnableVisualStyles();
Application.SetCompatibleTextRenderingDefault(false);
Application.Run(new Form1());
}
}
}
```



PRACTICAL-7

AIM :

ASP.NET Validation

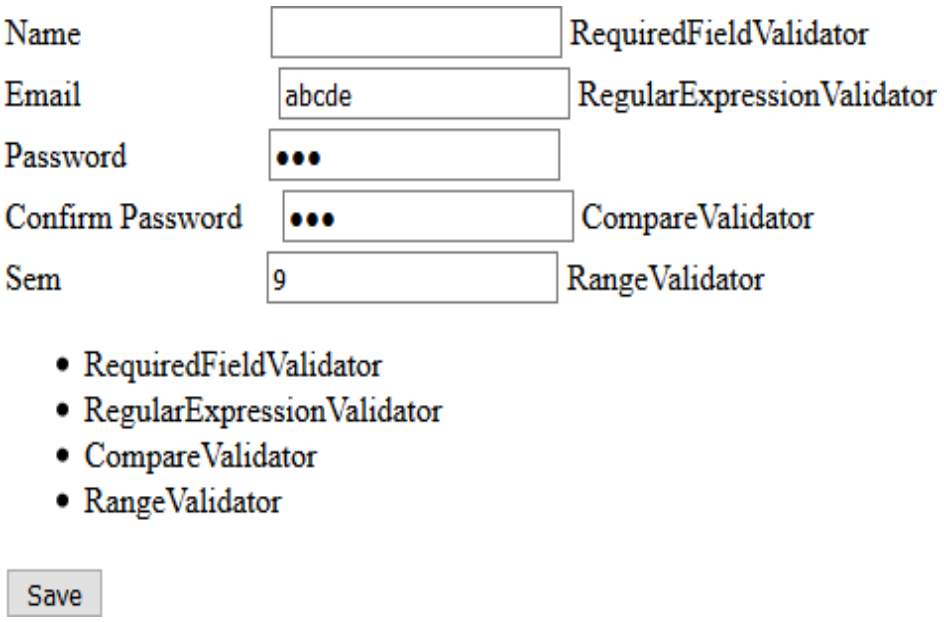
Program 1

RequiredFieldValidator, CompareValidator, RegularExpressionValidator, CustomValidator, RangeValidator ,ValidationSummary

```
<%@ Page Title="Home Page" Language="C#" AutoEventWireup="true"
CodeBehind="Default.aspx.cs" Inherits="WebApplication2._Default" %>
<form id="form1" runat="server">
<div>
<table>
<tr>
<td>
<asp:Label runat="server" Text="Name"></asp:Label>
              
        
<asp:TextBox ID="txtname" runat="server" ></asp:TextBox>
<asp:RequiredFieldValidator ID="RequiredFieldValidator1" runat="server"
ControlToValidate="txtname"
ErrorMessage="RequiredFieldValidator"></asp:RequiredFieldValidator>
<br />
</td>
</tr>
<tr>
<td>
<asp:Label ID="Email" runat="server" Text="Email"></asp:Label>
              
         
<asp:TextBox ID="txtemail" runat="server"></asp:TextBox>
<asp:RegularExpressionValidator ID="RegularExpressionValidator1" runat="server"
ErrorMessage="RegularExpressionValidator"
ValidationExpression="\w+([-+.']\w+)*@\w+([-.]\w+)*\.\w+([-.]\w+)*"
ControlToValidate="txtemail"></asp:RegularExpressionValidator>
<br />
```

```
</td>
</tr>
<tr>
<td>
<asp:Label ID="Label3" runat="server" Text="Password"></asp:Label>
              
  
<asp:TextBox ID="txtpass" runat="server" TextMode="Password"></asp:TextBox>
<br />
</td>
</tr>
<tr>
<td>
<asp:Label ID="Label4" runat="server" Text="Confirm Password"></asp:Label>
   
<asp:TextBox ID="txtcpass" runat="server" TextMode="Password"></asp:TextBox>
<asp:CompareValidator ID="CompareValidator1" runat="server"
ControlToCompare="txtcpass" ControlToValidate="txtpass"
ErrorMessage="CompareValidator"></asp:CompareValidator>
<br />
</td>
</tr>
<tr>
<td>
<asp:Label ID="Label5" runat="server" Text="Sem"></asp:Label>
              
          
<asp:TextBox ID="txtsem" runat="server"></asp:TextBox>
<asp:RangeValidator ID="RangeValidator1" runat="server"
ControlToValidate="txtsem" ErrorMessage="RangeValidator" MaximumValue="8"
MinimumValue="1"></asp:RangeValidator>
<br />
<asp:ValidationSummary ID="ValidationSummary1" runat="server" />
</td>
</tr>
<tr>
<td>
```

```
<asp:Button ID="Button1" runat="server" Text="Save" />
</td>
</tr>
</table>
</div>
</form>
```



PRACTICAL-8

AIM :

Master Pages

Program 1

Site1.Master:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Web;
using System.Web.UI;
using System.Web.UI.WebControls;
namespace WebApplication1
{
public partial class Site1 : System.Web.UI.MasterPage
{
protected void Page_Load(object sender, EventArgs e)
{ }
public Label LblHeader {
get {
return lblheader;
} }
public Button BtnSearch {
get {
return btnsearch;
} }
public TextBox TxtSearch {
get {
return txtsearch;
} } } }
```

WebForm1.aspx:

```
<%@ Page Title="" Language="C#" MasterPageFile="~/Site1.Master"
AutoEventWireup="true" CodeBehind="WebForm1.aspx.cs"
Inherits="WebApplication1.WebForm1" %>
```

```
<asp:Content ID="Content1" ContentPlaceHolderID="ContentPlaceHolder1"
runat="server">
<asp:TextBox ID="txtname" runat="server" ></asp:TextBox>
<asp:Button ID="Button1" runat="server" Text="Set Header" onclick="Button1_Click" />
</asp:Content>
```

WebForm.aspx.cs:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Web;
using System.Web.UI;
using System.Web.UI.WebControls;
namespace WebApplication1
{
public partial class WebForm1 : System.Web.UI.Page
{
protected void Page_Load(object sender, EventArgs e)
{ }
protected void Button1_Click(object sender, EventArgs e)
{
((Site1)Master).LblHeader.Text = txtname.Text;
} } }
```

jkjk

jkjk Button

Program 2

WebForm2.aspx:

```
<%@ Page Title="" Language="C#" MasterPageFile="~/Site1.Master"
AutoEventWireup="true" CodeBehind="WebForm2.aspx.cs"
Inherits="WebApplication1.WebForm2" %>
<asp:Content ID="Content2" ContentPlaceHolderID="ContentPlaceHolder1"
runat="server">
<asp:GridView ID="grdstudent" runat="server">
</asp:GridView>
</asp:Content>
```

WebForm2.aspx.cs:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Web;
using System.Web.UI;
using System.Web.UI.WebControls;
using System.Data.SqlClient;
namespace WebApplication1
{
public partial class WebForm2 : System.Web.UI.Page
{
protected void Page_Init(object sender, EventArgs e)
{
((Site1)Master).BtnSearch.Click += new EventHandler(BtnSearch_Click);
}
void BtnSearch_Click(object sender, EventArgs e) {
getData();
}
protected void Page_Load(object sender, EventArgs e)
{
}
void getData() {
```

```
string s= ((Site1)Master).TxtSearch.Text;
Console.WriteLine(s);
string source = @"Data Source=Mishil-Patel\SQLExpress;Initial
Catalog=DemoDb;Integrated Security=True;Pooling=False";
string select = "select * from tblstudent where fname like '%"+
((Site1)Master).TxtSearch.Text + "%'";
SqlConnection con = new SqlConnection(source);
SqlCommand cmd = new SqlCommand(select, con);
con.Open();
SqlDataReader rdr = cmd.ExecuteReader();
grdstudent.DataSource = rdr;
grdstudent.DataBind();
con.Close();
}
}
}
```

Header

search

A

pkstudent	fname	lname	gender	subject	imgStudent
22	ABC	AAA	f	s1	IMG-20170326-WA0009.jpg

Footer